

ABSTRACT

A method of providing an anti-aliased representation of an object, such as an imposter, in a computer graphic system. The method includes rendering a 3D computer graphic object to a 2D texture map and associating a set of 2D texture maps, such as MIP maps, with the 2D textured map. The method further includes
5 blending at least two members of set of 2D texture maps to provide an anti-aliased representation of the object. The method may also include first rendering the 3D computer graphic object to the 2D texture map using a blending equation including color and alpha information, then re-rendering the rendered object
10 using only corrected alpha values.